

Naphakdeizwe

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Witcher TTRPG Homebrew Collection

"To the pale-skinned North, the Far South is a myth of sea monsters and boiling oceans. Even to us in Ofir, the lands beyond Zangvebar are shrouded in mystery. But cross the deep jungles, and you will find Naphakadeizwe: the Empire of the Eternal Land. It is a staggering union of a hundred peoples, where emperors are bought at auction, magic is woven through exhausting martial dance, and a man's entire worth is carved into his skin by the deeds he has done for his neighbors. Do not bring your northern swords here; their shields possess teeth, and their hippopotamuses will crush your destriers to dust."

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Naphakadeizwe at a Glance

Region Details	
Status:	The <i>Ubuk-nya</i> (An Oligarchic Dynamiscracy / Empire).
Borders:	South of Ofir and Zangvebar in the deepest reaches of the Far South.
Capital:	Decentralized. The city of Amanziumu acts as a central "City of Unity," but the government is highly mobile to prevent systemic collapse.
Ruler:	The <i>Umbusi</i> (an Emperor/Empress selected via an electoral auction by the upper classes).
Language:	<i>Ukuxhumana</i> (an official mass-creole), alongside native tongues like Naphaomutu and Zulthi.
Religion:	An "Umbrella Religion" that unifies the diverse beliefs of 100 ethnic groups under a single, cyclical divinity. Hippopotamus imagery is highly sacred.
Primary Exports:	Defensive-offensive weaponry (serrated shields, hair-trappers), preserved fish, and rare tropical flora.

The Land & Climate

Geography & Climate

Naphakadeizwe experiences a humid, tropical climate. Around 55% of the landscape consists of massive, lush basins surrounded by mountain ranges. These basins were not formed by meteorites, but by ancient, colossal volcanoes that collapsed in on themselves. Coastal settlements are densely populated, while the inland jungle basins remain wild and dangerous.

Natural Resources

The dense tropical jungles enrich the soil through rapid undergrowth decay, creating incredibly fertile land that requires little maintenance.

Fauna & Flora

The flora is intensely multicolored, featuring giant, towering fungi born of brutal evolutionary competition. The fauna is highly distinct:

- **The Woolly Hippopotamus:** Horses do not exist here. Instead, locals use *Hippopotamus silvanicus*, a large, woolly beast adapted to terrestrial life. They act as mounts, beasts of burden, and path-clearers through the dense jungle.
- **Endemic Wildlife:** The jungles house *Chaus* (coastal felids used for pest control instead of domestic cats), pink river dolphins, toucan-barbets, and *Inkemba-entantayos* (tropical freshwater narwhals, literally "floating swords").

Society & Culture

Naphakadeizwe is an incredibly diverse nation of roughly 10 million people, split among approximately 100 ethnic groups.

Daily Life & The Meritocracy

Society is hyper-fluid and meritocratic-communal. Social status is not fixed; individuals rise by performing actions that benefit the community, and fall if they fail. An oligarch can be demoted to a peasant for cruelty, and a peasant can rise to lead a family or city through great deeds. Daily life avoids the hottest parts of the day, running from dawn to midday, pausing for four hours, and resuming until evening.

Appearance & Status

Because social mobility is so fluid, clothing does not dictate status—hairstyles, beards, and makeup do. Conversely, **tattoos and scarification** map a person's good deeds; the size and placement reflect the community benefit. Meanwhile, **non-metallic jewelry** is worn to mark a person's *sins and mistakes*. Because it is non-metallic, it wears away over time, symbolizing how personal effort erases past failures.

Gender & Equality

Absolute equality exists regarding gender and sexuality. The only metric of value in Naphakadeizwe is what an individual contributes to the community.

Music & Magic

- **Music:** Controlled by the *UMkroli-weZandi* (sculptors of sound). They improvise music on unique, handcrafted wind instruments and only attempt to understand the composition *after* it is played, believing music must capture a fleeting moment in time.
- **Magic:** Taught in schools of movement. Mages (*izimpawu-umenzi*) do not use static spells; they cast the power obtained of the Ley Lines through exhausting, complex martial arts and dance. The more physically fatigued the body becomes, the more complex the spell they can unleash.

Economy, Law & War

The Economy

A powerhouse of agriculture and fishing. Their navy is formidable but entirely commercially focused, specializing in vessels designed for extreme long-term food preservation. They do not use gold or silver for daily trade; the primary currency is the **Ibhalansi**, a highly valuable, perfectly spherical ivory coin.

Law & "Temerarism"

The justice system operates on forced social descent. Serial criminals are demoted to the absolute bottom of the hierarchy where they are heavily

controlled. There is no traditional slavery; instead, the Empire uses **Temerarism**. Criminals and prisoners of war are forced to perform incredibly daring, dangerous deeds to prove their worth. If they succeed, they are forgiven and absorbed into the community.

Military & The "Ukusika"

The military has no single high command. It operates on the *Ukusika* (cutting/cloning) doctrine—a horizontal leadership structure where fallen commanders are instantly replaced by equally capable subordinates. Military service is entirely voluntary, as fighting for the Empire is the fastest way to gain merit and rise in social status.

- **The Umfunikuhle:** The Empire has no knights. Instead, they have "seekers of the good"—heavily armored individuals who do not slay monsters themselves, but act as catalysts to inspire, train, and guide locals to solve their own problems.

Regional Bestiary & Plot Hooks

The deep basins and coastal waters hide creatures found nowhere else on the Continent.

- **Monsters:** The jungles are home to *Para-venomous pseudo-amphibians* (whose toxins overstimulate rather than poison, causing exhaustion/collapse), the *Isiququmadevu* (intelligent yeti-kin hunted largely due to language barriers), and the *Thokolosi* (bizarre, aggressive humanoids). The region also houses scattered remnants of southern Vrans (*Intulo*).
- **The Aen Fomuire:** The deep oceans hold the remnants of the "Tide Folk"—degenerate, undersea elves who disguise themselves as sea monsters to raid coastal settlements.

Campaign Hooks

- **The Temerarist's Debt:** The players are caught breaking a local law and are sentenced to *Temerarism*. To earn their freedom, they must venture into a volcanic basin and harvest a rare, giant fungus guarded by a territorial *Isiququmadevu*.

- **The Trap of Buywawa:** The players are hired by the *Abenzi beeNdlela zaManzi* (the water-path makers guild) to investigate the ruins of Buywawa. Once a false city built entirely as a naval trap to slaughter the undersea elves, something ancient and aquatic has moved into the rotting, submerged wooden buildings.
- **The Ofieri Blockade:** The party is hired as mercenaries to guard a Naphakadeizan merchant galleon smuggling defensive weaponry (serrated shields and hair-trappers) past an Ofieri naval blockade into the revolutionary Amapaba Basin.

Notable Locations

- **Amanziumu:** The "City of Unity" and the closest thing the Empire has to a capital, serving as the central hub for the electoral auctions.
- **Buywawa:** A legendary "False City" built on the coast to lure the Aen Fomuire fleet into a devastating ambush during the War Against the Great Sea.
- **Isitsha-Somlilo:** One of the most famous volcanic jungle basins, teeming with endemic, multi-colored flora and dangerous pseudo-amphibians.
- **Indlu-yeeMilo:** The "House of Forms," the premier academy where the *izimpawu-umenzi* learn to channel magic through martial arts and dance.

Citizens & Factions of Interest

Factions

- **The Umbusi & The Council:** The oligarchic rulers of the Empire. They are highly motivated to govern well, as their peers can legally pay a massive bounty into the state treasury to "buy them out" and depose them if they fail.
- **Abenzi beeNdlela zaManzi:** The highly influential guild of naval architects and explorers who fund the Empire's most daring maritime expeditions.

Historical Figures

- **Mandlenkosi Gwala:** The diplomat who founded the Empire in the 9th century, unifying the tribes through diplomacy rather than bloodshed to

avoid the fate of the collapsing Oshan Empire.

- **Nomasonto Khathi:** A legendary sailor and mage who sailed north to find the "pale people." She vanished, though rumors claim she rots in a Nilfgaardian dungeon, captured by Ardal aep Dahy.



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